

EFMB Test Score Sheet
WARRIOR SKILLS — PROTECT YOURSELF FROM CHEMICAL/BIOLOGICAL CONTAMINATION USING YOUR
ASSIGNED PROTECTIVE MASK

(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)

CANDIDATE'S RANK AND NAME	CANDIDATE #
TASK: PROTECT YOURSELF FROM CHEMICAL/BIOLOGICAL CONTAMINATION USING YOUR ASSIGNED PROTECTIVE MASK.	
CONDITIONS: Given your assigned protective mask and carrier.	
STANDARDS: Don, clear, and check your mask within 9 seconds.	
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.	
PERFORMANCE STEPS/MEASURES	GO
1. Don the mask as quickly as possible.	NO-GO
NOTE: Time begins when candidate begins any step/measure listed below.	
a. Stop breathing and close your eyes.	
b. Remove your helmet.	
(1) If you have the M40-, M43-, M45, M50, or M-51-series protective mask, put your helmet between your legs (above your knees) or hold your rifle between your legs and place your helmet on the muzzle. If you drop your helmet, continue to mask.	
(2) If you have the M42-series protective mask, remove your helmet and place it in a convenient location. Avoid placing it on a contaminated surface if possible.	
WARNING: DO NOT WEAR CONTACT LENSES WITH THE PROTECTIVE MASK. REMOVE CONTACT LENSES WHEN THE USE OF CHEMICAL AGENTS IS IMMINENT.	
c. Take off your glasses, if applicable.	
d. Open the mask carrier with one hand.	
e. Grasp the mask assembly with your other hand and remove it from the carrier.	
f. Put your chin in the chin pocket and press the face piece snugly against your face.	
NOTE: The temple and forehead straps have already been adjusted during fitting.	
g. Grasp the tab and pull the head harness over your head. Ensure that your ears are between the temple straps and the cheek straps. Ensure that the head harness is pulled far enough over so that the forehead straps are tight.	
h. Use one hand to tighten the cheek straps, one at a time, while holding the head pad centered on the back of your head with the other hand. Ensure that the straps lay flat against your head.	
2. Clear the mask.	
a. Seal the outlet valve by pushing in on the center of the outlet valve cover with one hand.	
b. Blow out hard to ensure that any contaminated air is forced out around the edges of the face piece.	
3. Check the mask.	
a. Cover the inlet port of the filter canister (M40- and M45-series) or the inlet port of the armor quick disconnect (M42-series) with the palm of your hand and breathe in. (M50-series) Ensure hands completely cover M61 filter air inlet passages on both filters.	
b. Ensure that the face piece collapses against your face and remains so while you hold your breath (indicates that the mask is airtight).	
c. Remove any hair, clothing, or other matter between your face and the mask if the face piece does not collapse to your face.	

4. Complete steps 1 through 3 within 9 seconds.			
EVALUATOR WRITES: CANDIDATE'S TIME FOR DONNING THE MASK:			
5. Resume breathing.			
6. Close the mask carrier and continue your mission.			
7. Correctly perform all applicable performance steps/measures in sequence without becoming a casualty.			
REASON(S) FOR FAILURE		DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	YES NO
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE	DATE	

EFMB Test Score Sheet WARRIOR SKILLS — DECONTAMINATE YOURSELF USING CHEMICAL DECONTAMINATING KITS <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>		
CANDIDATE'S RANK AND NAME	CANDIDATE #	
TASK: DECONTAMINATE YOURSELF USING CHEMICAL DECONTAMINATING KITS.		
CONDITIONS: You are in mask only, with remaining assigned MOPP gear available. You have a full canteen of water, M8 detector paper, and M291 skin decontaminating kit (SDK) or reactive skin decontaminating lotion (RSDL). Your skin and eyes are contaminated.		
STANDARDS: Decontaminate all exposed skin and your eyes within 5 minutes.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
1. Decontaminate your skin using the M291 SDK or RSDL.		
NOTE: Time begins when candidate begins any step/measure listed below.		
a. Remove one decontaminating packet (or RSDL applicator) from carrying pouch.		
b. Tear packet open at notch. Remove packet, fully unfold applicator pad, and slip fingers into handle. (RSDL may be grasped in any manner. Save packet for later use).		
c. Scrub skin starting with hands, including back of hand, palm, and fingers.		
d. Hold breath, close eyes, and lift the hood and mask away from chin.		
e. Continue to hold breath and scrub face.		
f. Wipe inside of mask which touches the face (Not the lens), then drop packet to the ground. (Do not discard RSDL as it is used again when second packet of M291 is required).		
g. Reseal, clear, and check mask.		
h. Using a second packet (or original RSDL and remaining lotion in packet), scrub neck and ears and wipe hands.		
i. Drop the decontamination packet to the ground.		
CAUTION: THE M291 SKIN DECONTAMINATING KIT IS FOR EXTERNAL USE ONLY. KEEP DECONTAMINATING POWDER OUT OF YOUR EYES, MOUTH, CUTS, AND WOUNDS. IT MAY SLIGHTLY IRRITATE YOUR SKIN OR EYES. USE WATER TO WASH THE TOXIC AGENT OUT OF YOUR EYES, CUTS, OR WOUNDS. AFTER DECONTAMINATION WITH WATER, COVER ANY EXPOSED CUTS OR WOUNDS WITH APPROPRIATE FIRST AID WRAP OR BANDAGES BEFORE HANDLING THE DECONTAMINATING PACKAGE.		
2. Remove chemical agent contamination from the eyes.		
a. Remove canteen from load-bearing equipment and open canteen cap.		
b. Check canteen mouth for contamination with M8 detector paper.		
c. Hold breath.		
d. Lift the mask and continue to hold breath.		
e. Flush the eyes with water from the canteen, ensuring that the water does not flow from one eye to the other eye.		
f. Reseal, clear, and check the mask.		
3. Correctly perform all performance steps/measures within 5 minutes.		
EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:		
<div style="border: 2px solid black; padding: 2px; display: inline-block;">REASON(S) FOR FAILURE</div>	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	<div style="display: flex; justify-content: space-between;"> YES NO </div>
LANE OIC/NOIC INITIALS	EVALUATOR'S SIGNATURE	DATE

EFMB Test Score Sheet WARRIOR SKILLS — PROTECT YOURSELF FROM CBRN INJURY/CONTAMINATION WITH JOINT SERVICE LIGHTWEIGHT INTEGRATED SUIT TECHNOLOGY (JSLIST) CHEMICAL PROTECTIVE ENSEMBLE <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>		
CANDIDATE'S RANK AND NAME		CANDIDATE #
TASK: PROTECT YOURSELF FROM CBRN INJURY/CONTAMINATION WITH JOINT SERVICE LIGHTWEIGHT INTEGRATED SUIT TECHNOLOGY (JSLIST) CHEMICAL PROTECTIVE ENSEMBLE.		
CONDITIONS: You are in mask only with remaining assigned JSLIST gear available.		
STANDARDS: Achieve mission-oriented protection posture MOPP 4 within 8 minutes by performing all steps in sequence.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
1. Put on JSLIST gear.		
NOTE: Time begins when candidate begins any step/measure listed below.		
a. Don the overgarment trousers.		
(1) Extend toes downward and put one leg into the trousers and pull them up; repeat the procedure for the other leg.		
(2) Close the slide fastener and fasten the two fly opening snaps.		
(3) Pull the suspenders over the shoulders and fasten the snap couplers. Adjust the suspenders to ensure that the trousers fit comfortably up into the inseam.		
NOTE: The trouser length can be adjusted by raising or lowering the suspenders.		
(4) Adjust the waistband hook-and-pile fastener tapes for a snug fit.		
b. Don the overgarment coat.		
(1) Don the coat and close the slide fastener up as far as the chest.		
(2) Secure the front closure flap hook-and-pile fastener tape up as far as the chest.		
(a) Pull the loop out and away from the overgarment coat, and bring it forward between the legs.		
(b) Pull on the loop until the bottom of the coat fits snugly over the trousers.		
(3) Pull the bottom of the coat down over the trousers and grasp the loop on the back of the overgarment coat.		
(4) Place the loop over the webbing strip on the front of the coat and fasten the snap on the webbing strip to keep the loop in place. Adjust the coat retention cord, if necessary. Tie excessive cord in a bow.		
NOTE: Use the coat retention cord loop as stated in 1b(3) and 1b(4) when directed to MOPP 4. At MOPP 1 and 2, pull the coat retention cord loop through the front of coat, tie the ends in a bow, and secure the bow in the webbing strip.		
c. Don the overboots.		
(1) Don the overboots over combat boots, adjust/secure the strap-and-buckle fasteners.		
(2) Pull the trouser legs over the multipurpose overboots (MULO) and secure the hook-and-pile fastener tapes on each ankle so that they fit snugly around the boot.		
NOTE: If the MULO are not available, use black vinyl overboots (BVO) (current rain boot used also for chemical, biological [CB] protection).		
d. Don the hood.		
(1) Adjust the head-harness and check for a good seal (according to the TM).		

(2) Pull the hood over the head and chemical protective mask. Close the slide fastener completely and secure the closure hook-and-pile fastener tape up as far as the top of the slide fastener.					
(3) Place the edge of hood around the edge of mask and secure the hook-and-pile fastener tape.					
(4) Snap the barrel locks together; squeeze both ends of the barrel lock while pulling the draw cord, and simultaneously slide the barrel lock up to the chin.					
(5) Check the hood seal around the mask to ensure that the hood is positioned properly and no skin is exposed (if necessary, tie the excess draw cord in a bow).					
WARNING: THE BARREL LOCK RELEASE BUTTON MUST FACE AWAY FROM THE USER TO AVOID THE BARREL LOCK FROM UNFASTENING AND POSSIBLY EXPOSING THE USER TO CONTAMINATION.					
e. Don the gloves.					
(1) Pull sleeves up the arm.					
(2) Don the gloves (and liners if butyl rubber gloves are used).					
(3) Pull the cuffs over the gloves and secure the hook-and-pile fastener tape snugly on each wrist.					
2. Correctly perform all applicable performance steps/measures within 8 minutes without becoming a casualty.					
EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:					
REASON(S) FOR FAILURE	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)		<table border="1"> <tr> <td>YES</td> <td>NO</td> </tr> </table>	YES	NO
YES	NO				
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE		DATE		

EFMB Test Score Sheet WARRIOR SKILLS — PERFORM SELF-AID FOR MILD NERVE AGENT POISONING <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>		
CANDIDATE'S RANK AND NAME		CANDIDATE #
TASK: PERFORM SELF-AID FOR MILD NERVE AGENT POISONING.		
CONDITIONS: You are wearing your protective mask and MOPP gear (or remaining MOPP gear is available) and are experiencing mild signs and symptoms of nerve agent poisoning. One set of MARK I nerve agent antidote autoinjectors or one Antidote Treatment, Nerve Agent, Autoinjectors (ATNAA) is available.		
STANDARDS: Correctly identify six of eight signs and symptoms of mild nerve agent poisoning, administer the antidote to self in the proper sequence, and secure the autoinjector within 5 minutes.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
NOTES: 1. The ATNAA system is a nerve agent antidote device that will be used by the Armed Forces. A single ATNAA delivers both atropine and pralidoxime chloride (2 PAM Cl). The ATNAA will replace the MARK I when supplies are exhausted. 2. Nerve agent antidote training aids will be used to train and evaluate this task. Actual autoinjectors will not be used.		
1. Identify mild signs and symptoms of nerve agent poisoning by stating six of the eight to the evaluator.		
EVALUATOR STATES: "NAME SIX OF THE EIGHT SIGNS AND SYMPTOMS OF MILD NERVE AGENT POISONING." EVALUATOR WILL INITIAL NEXT TO EACH ONE THAT IS STATED BY THE CANDIDATE.		
NOTE: Time begins after the evaluator states the above statement to the candidate.		
a. Unexplained runny nose.		
b. Unexplained sudden headache.		
c. Excessive flow of saliva (drooling).		
d. Tightness of the chest causing breathing difficulties.		
e. Difficulty seeing (blurred vision).		
f. Muscular twitching around area of exposed or contaminated skin.		
g. Stomach cramps.		
h. Nausea.		
2. Administer either the MARK I or ATNAA to self (self-aid).		
a. MARK I.		
(1) Prepare to administer one atropine injection.		
(a) Remove one set of MARK I from your protective mask carrier, from the pocket of the MOPP suit, or from another location as specified by your unit standing operating procedure (SOP).		
(b) With your nondominant hand, hold the set of injectors by the plastic clip with the big injector on top.		
(c) With your dominant hand, check the injection site in order to avoid buttons and objects in pockets where injecting. For injections into the thigh, grasp the trouser cargo pocket and pull forward, clearing possible obstructions from the site.		
(d) Grasp the small injector without covering or holding the needle (green) end and pull it out of the clip with a smooth motion.		
(e) Form a fist around the autoinjector with the needle end (green) extending beyond the little finger end of the fist. Be careful not to inject yourself in the hand.		
NOTE: If the injection is accidentally given in the hand, another small injector must be obtained and the injection given in the proper site.		
(f) Place the needle end of the injector against the outer thigh muscle. For injections into the thigh, grasp the trouser cargo pocket and pull forward, clearing possible obstructions from the site.		

NOTES: 1. The injection may be given in any part of the lateral thigh muscle from about a hand's width above the knee to a hand's width below the hip joint. 2. Very thin soldiers should give the injection in the upper, outer part of the buttocks.		
WARNING: WHEN INJECTING ANTIDOTE IN THE BUTTOCKS, BE VERY CAREFUL TO INJECT ONLY INTO THE UPPER, OUTER QUARTER OF THE BUTTOCKS TO AVOID HITTING THE MAJOR NERVE THAT CROSSES THE BUTTOCKS. HITTING THE NERVE MAY CAUSE PARALYSIS.		
(2) Administer the atropine injection.		
(a) Push the injector into the muscle with firm, even pressure until it functions.		
NOTE: A jabbing motion is not necessary to trigger the activating mechanism.		
(b) Hold the injector firmly in place for at least 10 seconds.		
(c) Remove the injector from your muscle and carefully place this used injector between two fingers of the hand holding the plastic clip.		
(3) Prepare to administer one 2 PAM CI injection.		
(a) Pull the large injector out of the clip and form a fist around the autoinjector with the needle end extending beyond the little finger.		
(b) Place the needle (black) end of the injector against the injection site.		
(4) Administer the 2 PAM CI injection.		
(a) Push the injector into the muscle with firm, even pressure until it functions.		
(b) Hold the injector firmly in place for at least 10 seconds.		
(5) Drop the plastic clip without dropping the used injectors.		
(6) Go to step 3, "Secure the used injectors."		
b. ATNAA.		
(1) Prepare to administer one ATNAA.		
(a) Remove one ATNAA from your protective mask carrier, from the pocket of the MOPP suit, or from another location as specified by your unit SOP.		
(b) Remove the autoinjector from the pouch.		
(c) With your dominant hand, hold the ATNAA in your closed fist with the green needle end extending beyond the little finger in front of you at eye level.		
(d) With your nondominant hand, grasp the safety (gray) cap with the thumb and first two fingers.		
CAUTION: DO NOT COVER OR HOLD THE NEEDLE END WITH YOUR HAND, THUMB, OR FINGERS. YOU MAY ACCIDENTALLY INJECT YOURSELF.		
(e) Pull the safety cap off the bottom of the injector with a smooth motion and drop it to the ground.		
(f) With the nondominant hand, check the injection site in order to avoid buttons and objects in pockets where injecting. For injections into the thigh, grasp the trouser cargo pocket and pull forward, clearing possible obstructions from the site.		
(g) Hold the ATNAA in your closed fist with the green needle end pointing out by your little finger.		
(h) Place the needle end of the injector against the outer thigh muscle.		
NOTES: 1. The injection may be given in any part of the lateral thigh muscle from about a hand's width above the knee to a hand's width below the hip joint. 2. Very thin soldiers should give the injection in the upper, outer part of the buttocks.		
WARNING: WHEN INJECTING ANTIDOTE IN THE BUTTOCKS, BE VERY CAREFUL TO INJECT ONLY INTO THE UPPER, OUTER QUARTER OF THE BUTTOCKS TO AVOID HITTING THE MAJOR NERVE THAT CROSSES THE BUTTOCKS. HITTING THE NERVE MAY CAUSE PARALYSIS.		
(2) Administer the injection.		
(a) Push the injector into the muscle with firm, even pressure until it functions.		
NOTE: A jabbing motion is not necessary to trigger the activating mechanism.		
(b) Hold the injector firmly in place for at least 10 seconds.		

EFMB Test Score Sheet WARRIOR SKILLS — PROTECT YOURSELF FROM CHEMICAL OR BIOLOGICAL INJURY/CONTAMINATION WHEN REMOVING MISSION ORIENTED PROTECTIVE POSTURE USING JOINT SERVICE LIGHTWEIGHT INTEGRATED SUIT TECHNOLOGY (JSLIST) <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>		
CANDIDATE'S RANK AND NAME		CANDIDATE #
TASK: PROTECT YOURSELF FROM CHEMICAL OR BIOLOGICAL INJURY/CONTAMINATION WHEN REMOVING MISSION ORIENTED PROTECTIVE POSTURE USING JOINT SERVICE LIGHTWEIGHT INTEGRATED SUIT TECHNOLOGY (JSLIST).		
CONDITIONS: You are in MOPP 4 with individual gear. Your MOPP gear is contaminated. Your Buddy is in MOPP 4 that is contaminated and is available for MOPP (JSLIST) gear removal. You have your M291 SDK and your Buddy has M295 IEDK.		
STANDARDS: Decontaminate individual gear and equipment without spreading contamination and place it on an uncontaminated surface. Remove your Buddy's overgarments, overboots, and gloves. Complete all steps without spreading the contamination within 20 minutes.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
1. Decontaminate your individual gear without assistance.		
NOTE: Time begins when candidate begins any step/measure listed below.		
NOTE: If at any time during the technique it is suspected that contamination is spread onto the skin or undergarments, decontaminate immediately with the available personal decontamination kit. Then proceed with the MOPP gear exchange.		
NOTE: Weapon will be cleared and placed on safe prior to decontamination.		
a. Remove and discard the chemical protective helmet cover.		
b. Cover the gear with the M295 IEDK.		
c. Brush or rub into the material.		
d. Shake the excess off gently.		
e. Set the gear aside on an uncontaminated surface (such as, a poncho, a canvas, or similar material).		
2. Prepare for decontamination.		
a. Candidate—		
(1) Removes Buddy's M9 paper; unties the bow in the coat retention cord, if tied; unfastens the webbing strip snap at the bottom front of the coat; and releases the waistcoat retention cord loop.		
(2) Loosens the bottom of the coat by pulling the material away from the body.		
(3) Feels for the suspender snap couplers on the outside of the coat and releases the snap couplers.		
(4) Unfastens the hook and pile fasteners at the wrist and ankles and refasten loosely.		
(5) Unfasten the two strap and buckle fasteners on the multipurpose overboots (MULO) and unfasten or cut the fasteners on the black vinyl overboots (BVO) or untie/cut the laces on the chemical protective overboots.		
3. Decontaminate the mask and hood.		
a. Candidate- Chemical and biological contamination.		
(1) Uses M295 to decontaminate the exposed parts of the mask, instructs the Buddy to put two fingers on the voicemitter to avoid breaking the seal.		
(2) Starts at the eyelens outserts, and wipes all exposed parts of the mask.		
(3) Wipes the front edge of the hood including the barrel locks and fasteners under your Buddy's chin.		
(4) Decontaminates his (candidate's) gloves in preparation to release the hood seal.		

4. Doff the chemical protective coat.		
a. Candidate—		
(1) Unties the draw cord, if tied; presses the barrel lock release; and unsnaps the barrel locks.		
NOTE: If the candidate has difficulty grasping the barrel locks, he should instruct the Buddy to use the draw cord to pull the locks away from the mask, allowing the candidate to grasp and unfasten the locks without touching the hood's interior.		
(2) Unfastens the front closure flap and slides the fastener from the chin to the bottom of the coat.		
(3) Has the Buddy turn around and grasps the hood and rolls it inside out; pulling the hood off Buddy's head.		
(4) Grasps the coat at the shoulders and instructs the Buddy to make a fist to prevent the chemical protective gloves from coming off.		
(5) The candidate pulls the coat down and away from the Buddy ensuring that the black part of the coat is not touched.		
NOTE: If there is difficulty removing the coat in this manner, pull one arm off at a time.		
(6) Lays the coat on the ground, black side up.		
CAUTION: BOTH SOLDIERS MUST TAKE CARE TO AVOID CONTAMINATING THE INSIDE SURFACE OF THE COAT.		
NOTE: The Buddy will use the coat later as an uncontaminated surface to stand on.		
5. Doff the chemical protective trousers.		
a. Candidate-		
(1) Unfastens the hook-and-pile fastener tapes at the waistband, unfastens the two front closure snaps, and opens the fly slide fastener on the front of the trousers.		
(2) Grasps the trousers at the hips, and pulls them down to the knees.		
(3) Has the Buddy lift one leg with foot pointed down, and with a hand on each side, pulls the trousers in an alternating motion until the soldier can step out of the trouser leg and repeats the process for the other leg.		
(4) Discard the trousers away from the clean area.		
CAUTION: BOTH SOLDIERS MUST TAKE CARE TO AVOID CONTAMINATING THEIR CLOTHING AND SKIN.		
6. Doff the chemical protective overboots.		
a. Candidate-		
(1) Removes the chemical protective overboots while the Buddy is standing with arms up, shoulder high to avoid contaminating clothing or skin.		
NOTE: The Buddy may put a hand on the candidate for balance.		
(2) Instruct Buddy to stand next to the coat spread on ground.		
(3) Instructs Buddy to remove one overboot by stepping on a heel with one foot while pulling the other foot upward.		
(4) Pulls off the Buddy's overboots one foot at a time, and the Buddy steps directly on the coat spread on ground as each foot is withdrawn from the overboot.		
(5) Discard the overboots away from the clean area.		
CAUTION: THE CANDIDATE MUST TAKE CARE TO AVOID TOUCHING THE SOLDIER'S COMBAT BOOTS. THE BUDDY MUST TAKE CARE TO AVOID LETTING THE COMBAT BOOTS TOUCH THE GROUND.		
7. Doff the chemical protective gloves/liners.		
a. Candidate-		
(1) Hold the fingertips of the gloves and partially slide the hand out.		
(2) Hold arms away from the body when both hands are free, and let the gloves drop off, away from the black side of coat.		
(3) Remove the protective glove inserts.		
(4) The Buddy discards the soldier's chemical protective gloves and inserts away from the clean area.		

CAUTION: BOTH SOLDIERS MUST TAKE CARE TO AVOID LETTING THE GLOVES MAKE CONTACT WITH THE COAT THAT IS SPREAD ON THE GROUND.

8. Remove your Buddy's MOPP gear without further contaminating self or Buddy.

9. Complete all performance steps/measures within 20 minutes.

EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:

REASON(S)
FOR FAILURE

DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)

YES

NO

LANE
OIC/NCOIC
INITIALS

EVALUATOR'S SIGNATURE

DATE

EFMB Test Score Sheet
WARRIOR SKILLS — STORE THE M40-SERIES PROTECTIVE MASK
 (For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)

CANDIDATE'S RANK AND NAME	CANDIDATE #
TASK: STORE THE M40-SERIES PROTECTIVE MASK WITHOUT HOOD.	
CONDITIONS: Given the "ALL CLEAR" signal, remove your protective mask and store it in its carrier.	
STANDARDS: Remove protective mask and correctly store it inside its carrier within 1 minute.	
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.	
PERFORMANCE STEPS/MEASURES	GO
1. Remove protective mask after the "all clear" signal is given.	<input type="checkbox"/>
NOTE: Time begins when candidate begins any step/measure listed below.	
a. Remove helmet.	<input type="checkbox"/>
b. Loosen the cheek straps.	<input type="checkbox"/>
c. Remove the mask.	<input type="checkbox"/>
d. Replace helmet on head.	<input type="checkbox"/>
e. Remove any moisture that has accumulated on the mask.	<input type="checkbox"/>
2. Store mask.	<input type="checkbox"/>
a. Hold the front of the mask in a horizontal position.	<input type="checkbox"/>
b. Pull the head harness over the front of the mask.	<input type="checkbox"/>
c. Store the mask inside the carrier with the eye lenses up and facing away from the body.	<input type="checkbox"/>
d. Close the carrier opening.	<input type="checkbox"/>
NOTE: Time ends when candidate closes the mask carrier.	
3. Correctly perform all performance steps/measures within 1 minute.	<input type="checkbox"/>
EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:	
<div style="border: 2px solid black; padding: 2px; width: 150px; height: 30px; margin-bottom: 10px;">REASON(S) FOR FAILURE</div> <div style="border: 1px solid black; height: 150px; width: 100%;"></div>	<div style="border: 1px solid black; padding: 5px; text-align: center; margin-bottom: 10px;"> DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX) </div> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;">YES</div> <div style="border: 1px solid black; padding: 5px; text-align: center;">NO</div> </div>
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE
DATE	

EFMB Test Score Sheet
WARRIOR SKILLS — STORE THE M50-SERIES PROTECTIVE MASK
(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OPE)

CANDIDATE'S RANK AND NAME		CANDIDATE #	
TASK: STORE THE M50-SERIES PROTECTIVE MASK WITHOUT HOOD.			
CONDITIONS: Given the "ALL CLEAR" signal, remove your protective mask and store it in its carrier.			
STANDARDS: Remove protective mask and correctly store it inside its carrier within 1 minute.			
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.			
PERFORMANCE STEPS/MEASURES		GO	NO-GO
1. Remove protective mask after the "all clear" signal is given.			
NOTE: Time begins when candidate begins any step/measure listed below.			
a. Remove helmet.			
b. Loosen the cheek straps.			
c. Remove the mask.			
d. Replace helmet on head.			
2. Store mask.			
a. Grasp the cheek strap and pull the head harness over the front of the mask.			
b. Shake the mask to remove any moisture that has accumulated in the mask.			
c. Grasp mask by front module assembly and place inside mask carrier, eyelens first, covered by head harness skullcap and facing away from body.			
d. Close the carrier opening.			
NOTE: Time ends when candidate closes the mask carrier.			
3. Correctly perform all performance steps/measures within 1 minute.			
EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:			
REASON(S) FOR FAILURE		DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX) <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div style="width: 45%;"></div> <div style="width: 45%; text-align: center;"> YES NO </div> </div>	
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE		DATE

EFMB Test Score Sheet
WARRIOR SKILLS — DISASSEMBLE, ASSEMBLE, AND PERFORM A FUNCTIONS CHECK ON AN M4 OR M4A1 CARBINE

(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)

CANDIDATE'S RANK AND NAME	CANDIDATE #
TASK: DISASSEMBLE, ASSEMBLE, AND PERFORM A FUNCTIONS CHECK ON AN M4 OR M4A1 CARBINE.	
CONDITIONS: Given your assigned M4 OR M4A1 CARBINE and a magazine.	
STANDARDS: Clear, disassemble, assemble, and perform a function check on an M4 OR M4A1 carbine and ensure that the carbine operated properly with the selector switch in each position within 4 minutes.	
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.	
PERFORMANCE STEPS/MEASURES	GO
1. Clear the carbine prior to disassembling the carbine.	
NOTE: Time begins when candidate begins any step/measure listed below.	
NOTE: The magazine will initially be in the carbine.	
a. Remove the magazine.	
b. Cock the carbine.	
c. Turn the selector to "SAFE" (if applicable).	
NOTE: The selector cannot be turned to "SAFE" unless the carbine is cocked.	
d. Lock the bolt open.	
(1) Pull the charging handle rearward.	
(2) Press the bottom of the bolt catch.	
(3) Allow the bolt to move forward until it engages the bolt catch.	
(4) Return the charging handle to the forward position.	
e. Check the receiver and chamber to ensure that they do not contain ammunition.	
2. Disassemble the carbine into 13 parts.	
NOTE: There is no required sequence for disassembly.	
a. Remove the sling.	
b. Push the takedown pin as far as it will go and pivot the upper receiver from the lower receiver.	
c. Push the receiver pivot pin.	
d. Separate the upper and lower receivers.	
e. Pull back the charging handle.	
f. Remove the bolt carrier and bolt.	
g. Remove the charging handle.	
h. Remove the firing pin retaining pin.	
i. Put the bolt assembly in the locked position by pushing in the bolt.	
j. Remove the firing pin by allowing it to drop out of the rear of the bolt carrier into your hand.	
k. Remove the bolt cam pin by turning it one-quarter turn and lifting it out.	
l. Pull the bolt assembly from the carrier.	
m. Remove the extractor pin by pushing it out with the firing pin (use care not to damage the firing pin).	
n. Lift out the extractor and spring, taking care that the spring does not separate from the extractor.	

o. Release the buffer by pressing the buffer and depressing the retainer.		
p. Remove the buffer and action spring separating the buffer from the spring.		
3. Assemble the carbine.		
NOTE: There is no required sequence for assembly.		
a. Insert action spring and buffer.		
b. Insert extractor and spring.		
c. Push in extractor pin.		
d. Slide bolt into carrier.		
WARNING: BE SURE THAT THE CAM PIN IS INSTALLED IN THE BOLT GROUP. IF IT IS NOT, THE CARBINE CAN STILL FIRE AND WILL EXPLODE.		
e. Replace bolt cam pin.		
f. Drop in and seat firing pin.		
g. Pull bolt back.		
h. Replace retaining pin.		
i. Engage, then push charging handle in part of the way.		
j. Slide in bolt carrier group.		
k. Push in charging handle and bolt carrier group together.		
l. Join upper and lower receivers.		
m. Engage receiver pivot pin.		
n. Close upper and lower receiver groups. Push in takedown pin.		
o. Replace the sling.		
NOTE: If candidate inserts magazine, they will have to remove it to perform the function check.		
4. Check an M4 or M4A1 carbine with the selector lever in the "SAFE" position.		
a. Pull the charging handle to the rear and release it.		
b. Place the selector lever in the "SAFE" position.		
c. Pull the trigger (the hammer should not fall).		
5. Check an M4 or M4A1 carbine with the selector lever in the "SEMI" position.		
a. Place the selector lever in the "SEMI" position.		
b. Pull the trigger, holding it to the rear (the hammer should fall).		
c. Continue to hold the trigger to the rear while pulling the charging handle to the rear and releasing the charging handle.		
d. Release the trigger with a slow, smooth motion until the trigger is fully forward (the hammer should not fall).		
e. Pull the trigger (the hammer should fall).		
NOTE: For weapons with "AUTO", skip to step 7.		
6. Check an M4 carbine with the selector lever in the "BURST" position.		
a. Place the selector lever in the "BURST" position.		
b. Pull the charging handle to the rear and release it.		
c. Pull the trigger, holding it to the rear (the hammer should fall).		
d. While holding the trigger to the rear, pull the charging handle to the rear and release the charging handle.		
e. Repeat step 6d two more times.		
f. Release the trigger.		
g. Pull the trigger (the hammer should fall).		

7. Check an M4A1 carbine with the selector lever in the "AUTO" position.					
a. Pull the charging handle to the rear and release it.					
b. Pull the trigger (the hammer should fall).					
c. Hold the trigger to the rear and cock the weapon.					
d. Fully release the trigger then pull it to the rear again; the hammer should not fall.					
8. Inform the evaluator of any malfunction of the carbine during the function check.					
9. Insert magazine (Time ends).					
10. Correctly perform all performance steps/measures within 4 minutes.					
EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:					
REASON(S) FOR FAILURE	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)		<table border="1"> <tr> <td>YES</td> <td>NO</td> </tr> </table>	YES	NO
YES	NO				
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE		DATE		

EFMB Test Score Sheet
WARRIOR SKILLS — DISASSEMBLE, ASSEMBLE, AND PERFORM A FUNCTIONS CHECK ON AN M16-SERIES RIFLE

(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCC-OP-T)

CANDIDATE'S RANK AND NAME	CANDIDATE #
TASK: DISASSEMBLE, ASSEMBLE, AND PERFORM A FUNCTIONS CHECK ON AN M16-SERIES RIFLE.	
CONDITIONS: Given your assigned M16-series rifle and a magazine.	
STANDARDS: Clear, disassemble, assemble, and perform a function check on an M16-series rifle and ensure that the rifle operated properly with the selector switch in each position within 4 minutes.	
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.	
PERFORMANCE STEPS/MEASURES	GO NO-GO
1. Clear the rifle prior to disassembling the rifle.	
NOTE: Time begins when candidate begins any step/measure listed below.	
NOTE: The magazine will initially be in the rifle.	
a. Turn the selector to "SAFE" (if applicable).	
b. Remove the magazine.	
c. Verify the rifle is clear.	
2. Disassemble the rifle into 13 parts.	
NOTE: There is no required sequence for disassembly.	
a. Remove the sling.	
b. Push both takedown pins as far as they will go and separate the upper receiver from the lower receiver.	
c. Pull back the charging handle.	
d. Remove the bolt carrier.	
e. Remove the charging handle.	
f. Remove the charging handle.	
g. Put the bolt assembly in the locked position by pushing in the bolt.	
h. Remove the firing pin by allowing it to drop out of the rear of the bolt carrier into your hand.	
i. Remove the bolt cam pin by turning it one-quarter turn and lifting it out.	
j. Pull the bolt assembly from the carrier.	
k. Remove the extractor pin by pushing it out with the firing pin (use care not to damage the firing pin).	
l. Lift out the extractor and spring, taking care so that the spring does not separate from the extractor.	
m. Release the buffer by pressing the buffer and depressing the retainer.	
n. Remove the buffer and action spring separating the buffer from the spring.	
o. Do not disassemble the rifle further.	
3. Assemble the rifle.	
NOTE: There is no required sequence for disassembly.	
a. Insert the spring and buffer.	
b. Insert the extractor and spring.	
c. Push the extractor pin in.	
d. Slide the bolt into the carrier until the bolt cam pinhole in both the bolt carrier and the bolt are aligned.	
Worksheet # 048 to construct AMEDDC&S Form 1232, 1 NOV 11	
e. Place the bolt cam pin by putting it in the bolt carrier and turning it one-quarter turn.	

f. Drop in the firing pin to seat it.		
g. Put the firing pin retaining pin in the bolt carrier to seat it.		
h. Pull the bolt back.		
i. Place the charging handle by engaging it, then pushing the charging handle part of the way in.		
j. Slide the bolt carrier into the upper receiver.		
k. Push the charging handle and bolt carrier together in the upper receiver.		
l. Join the upper and lower receiver.		
m. Engage the receiver pivot pin.		
CAUTION: THE SELECTOR LEVER MUST BE ON "SAFE" BEFORE CLOSING THE UPPER RECEIVER.		
n. Close the upper and lower receiver groups, seating the takedown pin and ensuring the selector switch is on "SAFE."		
o. Replace the sling.		
NOTE: If candidate inserts magazine, they will have to remove it to perform the function check.		
4. Check an M16A1, M16A2, or M16A4 with the selector lever in the "SAFE" position.		
a. Pull the charging handle to the rear and release it.		
b. Place the selector lever in the "SAFE" position.		
c. Pull the trigger (the hammer should not fall).		
5. Check an M16A1, M16A2, or M16A4 with the selector lever in the "SEMI" position.		
a. Place the selector lever in the "SEMI" position.		
b. Pull the trigger, holding it to the rear (the hammer should fall).		
c. Continue to hold the trigger to the rear while pulling the charging handle to the rear and releasing the charging handle.		
d. Release the trigger with a slow, smooth motion until the trigger is fully forward (the hammer should not fall).		
e. Pull the trigger (the hammer should fall).		
6. Check an M16A1 with the selector lever in the "AUTO" position.		
a. Place the selector lever in the "AUTO" position.		
b. Pull the charging handle to the rear and release it.		
c. Pull the trigger holding it to the rear (the hammer should fall).		
d. Continue to hold the trigger to the rear while pulling the charging handle to the rear and releasing the charging handle.		
e. Release the trigger.		
f. Pull the trigger (the hammer should not fall).		
7. Check an M16A2 or M16A4 with the selector lever in the "BURST" position.		
a. Place the selector lever in the "BURST" position.		
b. Pull the charging handle to the rear and release it.		
c. Pull the trigger, holding it to the rear (the hammer should fall).		
d. Continue to hold the trigger to the rear while pulling the charging handle to the rear and releasing the charging handle.		
e. Repeat step 4d two more times.		
f. Release the trigger.		
g. Pull the trigger (the hammer should fall).		
8. Inform the evaluator of any malfunction of the rifle during the function check.		
9. Insert magazine (Time ends).		
10. Correctly perform all performance steps/measures within 4 minutes.		

EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:					
REASON(S) FOR FAILURE		DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	<table border="1"> <tr> <td>YES</td> <td>NO</td> </tr> </table>	YES	NO
YES	NO				
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE		DATE		

EFMB Test Score Sheet

WARRIOR SKILLS — DISASSEMBLE, ASSEMBLE, AND PERFORM A FUNCTIONS CHECK ON A M9 PISTOL
(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)

CANDIDATE'S RANK AND NAME	CANDIDATE #	
TASK: DISASSEMBLE, ASSEMBLE, AND PERFORM A FUNCTIONS CHECK E AN M9 PISTOL.		
CONDITIONS: Given an M9 pistol and a magazine.		
STANDARDS: Clear, disassemble, and assemble an M9 pistol and perform a function check within 3 minutes.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	O	NO-GO
1. Clear the pistol prior to disassembling the pistol.		
NOTE: Time begins when candidate begins any step/measure listed below.		
NOTE: The lever will initially be set in the "FIRE" position and an empty magazine will be in the pistol.		
a. Place the safety lever in the "SAFE" position.		
b. Depress the magazine release button; remove the magazine from the pistol.		
c. Pull the slide to the rear.		
d. Push the slide stop up, locking the slide to the rear.		
e. Look into the chamber to ensure that it is empty.		
2. Disassemble the pistol.		
a. Depress the slide stop and let the slide go forward.		
b. With your right hand, hold the pistol with the muzzle slightly raised.		
c. With your forefinger, press the disassembly lever button.		
d. Rotate the disassembly lever downward until it stops.		
e. Pull the slide and barrel assembly forward and remove it from the receiver.		
f. Slightly compress the recoil spring and spring guide. At the same time, lift them up and remove them, allowing the recoil spring to stretch slowly.		
g. Separate the recoil spring from the spring guide.		
h. Push in on the locking block plunger while pushing the barrel forward slightly. Lift and remove the locking block and barrel assembly from the slide.		
3. Assemble the pistol.		
a. Grasp the slide with the bottom facing up.		
b. With the other hand, grasp the barrel assembly with the locking block facing up.		
c. Insert the muzzle into the forward end of the slide. At the same time, lower the rear of the barrel assembly by moving the barrel slightly downward with light thumb pressure. The barrel will fall into place.		
d. Insert the recoil spring guide into the recoil spring.		
e. Insert the end of the recoil spring and the recoil spring guide into the recoil spring housing. At the same time, compress the recoil spring and lower the spring guide until it is fully seated on the locking block cutaway.		
CAUTION: BE SURE THAT THE HAMMER IS UNCOCKED AND FIRING PIN BLOCK LEVER IS IN THE DOWN POSITION. IF THE HAMMER IS COCKED, CAREFULLY AND MANUALLY LOWER THE HAMMER. DO NOT PULL THE TRIGGER WHILE PLACING THE SLIDE ONTO THE RECEIVER.		
f. Push the firing pin block lever down. Grasp the slide and barrel assembly, with the sights up and align the slide on the receiver assembly guide rails.		

g. Push until the rear of the slide is a short distance beyond the rear of the receiver assembly and hold. At the same time, rotate the disassembly latch lever upward. A click indicates a positive lock.			
4. Perform a function check.			
a. Insert an empty magazine into the pistol and ensure that the magazine catch locks the magazine in place.			
b. Retract the slide and release it. The magazine follower should push up on the slide stop, locking the slide to the rear.			
c. Depress the magazine release button allowing the magazine to fall free.			
d. Ensure that the decocking/safety lever is in the safe (down) position. Depress the slide stop allowing the slide to return fully forward. At the same time, the hammer should fall to the full forward position.			
e. Pull and release trigger. Firing pin block should move up and down.			
f. Place decocking/safety lever in fire (up) position.			
g. Pull trigger to check double action. Hammer should cock and fall.			
h. Pull trigger again and hold to rear. Manually retract and release slide while holding trigger to the rear. Release trigger, click should be heard, hammer should not fall.			
i. Pull trigger to check single action. Hammer should fall.			
5. Correctly perform all performance steps/measures within 3 minutes.			
EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:			
<div style="border: 1px solid black; padding: 2px;">REASON(S) FOR FAILURE</div>		DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	
		YES	NO
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE		DATE

EFMB Test Score Sheet WARRIOR SKILLS — CORRECT MALFUNCTION OF AN M4 CARBINE OR M16-SERIES RIFLE <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>			
CANDIDATE'S RANK AND NAME			CANDIDATE #
TASK: CORRECT MALFUNCTION OF AN M4 CARBINE OR M16-SERIES RIFLE.			
CONDITIONS: Given a magazine with at least seven blank rounds and one dummy round and your assigned M4 carbine or M16-series rifle.			
STANDARDS: Eliminate the stoppage within 10 seconds when the rifle fails to fire.			
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.			
PERFORMANCE STEPS/MEASURES			GO
1. React to a situation by returning fire and reducing stoppage by applying S-P-O-R-T-S.			NO-GO
NOTE: Time begins when the rifle failed to fire.			
NOTE: If your weapon malfunctions, remember S-P-O-R-T-S. This key word will help you remember these actions in sequence: Slap, Pull, Observe, Release, Tap, Shoot.			
a. S- Slap upward on the magazine to make sure it is properly seated.			
b. P- Pull the charging handle all the way back.			
c. O- Observe the ejection of the case or cartridge. Look into the chamber and check for obstructions.			
d. R- Release the charging handle to feed a new round into the chamber. Do not ride the charging handle.			
e. T- Tap the forward assist.			
f. S- Shoot. If the rifle still does not fire, inspect it to determine the cause of the stoppage or malfunction and take appropriate remedial action.			
2. Perform steps 1a through 1f in sequence.			
3. Perform steps 1a through 1f in 10 seconds.			
EVALUATOR WRITES: CANDIDATE'S TIME FOR TASK:			
REASON(S) FOR FAILURE	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)		YES
			NO
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE		DATE

EFMB Test Score Sheet WARRIOR SKILLS — MOVE UNDER DIRECT FIRE <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>		
CANDIDATE'S RANK AND NAME	CANDIDATE #	
TASK: MOVE UNDER DIRECT FIRE.		
CONDITIONS: Given a tactical situation where you are coming under direct fire from across varied terrain and are armed with an M16-series rifle or M4-series carbine with a full magazine of blank rounds.		
STANDARDS: Move under direct fire using the correct individual tactical fire and movement techniques that are dictated by terrain features.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
NOTES: 1. Each individual movement technique may be tested on one portion of a lane or throughout the lane dictated by terrain and man made features and lane flow of tested tasks. 2. Each movement technique will be tested only one time. 3. The actual distance for each movement technique will be determined by the test board chairperson.		
1. Select an individual movement route.		
a. Search the terrain to your front for—		
(1) A gully, ravine, ditch, or wall at a slight angle to your direction of movement.		
NOTE: These features provide cover and concealment when using the low or high crawl.		
(2) Hedgerows or a line of thick vegetation.		
NOTE: These features only provide concealment when using the low or high crawl.		
(3) Large trees, rocks, stumps, fallen timber, rubble, vehicle hulks, folds, or creases in the ground.		
NOTE: These features provide cover and concealment for use as temporary positions. Use the rush if the area between them has no concealment.		
(4) High grass or weeds.		
NOTE: These features only provide partial concealment. You may use the rush since the use of the high or low crawl could reveal your location by the movement of vegetation.		
b. Select your next position (and the route to it) as one that—		
(1) Exposes you to the least enemy fire.		
(2) Does not require you to cross in front of other members of your element, masking their fires.		
2. Determine the correct individual movement technique.		
a. Select the high crawl when—		
(1) The route provides cover and concealment.		
(2) Poor visibility reduces enemy observation.		
(3) Speed is required, but the terrain and vegetation are suitable only for the low crawl.		
b. Select the low crawl when—		
(1) The route provides cover or concealment less than 1-foot high.		
(2) Visibility provides the enemy good observation.		
(3) Speed is not required.		
c. Select the rush when—		
(1) You must cross open areas.		
(2) Time is critical.		
3. Use the high crawl.		
a. Keep your body off of the ground.		
b. Rest your weight on your forearms and lower legs.		

c. Cradle your weapon in your arms, keeping its muzzle off the ground.		
d. Keep your knees well behind your buttocks so it stays low.		
e. Move forward by alternately advancing your right elbow and left knee, and left elbow and right knee.		
4. Use the low crawl.		
a. Keep your body as flat as possible to the ground.		
b. Hold your weapon by grasping the sling at the upper sling swivel, letting the handguard rest on your forearm and the butt of the weapon drag on the ground, thus keeping the muzzle off the ground.		
c. Move forward by—		
(1) Pushing both arms forward while pulling your right leg forward.		
(2) Pulling with both arms while pushing with your right leg.		
(3) Continuing this push-pull movement until you reach your next position, hanging your pushing leg frequently to avoid fatigue.		
5. Use the rush to move from one covered position to another when enemy fire allows brief exposure.		
a. Move from your firing position by rolling or crawling.		
b. Start from the prone position.		
c. Select your next position by slowly raising your head.		
d. Lower your head while drawing your arms into your body, keeping your elbows down and pulling your right leg forward.		
e. Raise your body in one movement by straightening your arms.		
f. Spring to your feet, stepping off with either foot.		
g. Run to the next position—		
(1) Keeping the distance short to avoid accurate enemy fire.		
(2) Trying not to stay up any longer than 3 to 5 seconds so that the enemy does not have time to track you with automatic fire.		
h. Plant both feet just before hitting the ground.		
i. Fall forward by:		
(1) Sliding your right hand down to the heel of the butt of your weapon.		
(2) Breaking your fall with the butt of your weapon.		
j. Assume a firing position.		
(1) Roll on your side.		
(2) Place the butt of your weapon in the hollow of your shoulder.		
(3) Roll or crawl to a covered or concealed firing position.		
6. Correctly perform all performance steps/measures.		
REASON(S) FOR FAILURE	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	YES NO
LANE OIC/NOIC INITIALS	EVALUATOR'S SIGNATURE	DATE

EFMB Test Score Sheet WARRIOR SKILLS — REACT TO INDIRECT FIRE <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>		
CANDIDATE'S RANK AND NAME	CANDIDATE #	
TASK: REACT TO INDIRECT FIRE.		
CONDITIONS: Given a tactical situation where you are coming under indirect fire and are armed with an M16-series rifle or M4-series carbine with a full magazine of blank rounds.		
STANDARDS: React to indirect fire using correct techniques that are dictated by the terrain and enemy activity.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
1. Shout "incoming" in a loud, easily recognizable voice.		
2. Perform immediate action for indirect fire per your FRAGO. If you have no other instructions, take the following actions:		
a. Look to your leader for additional instructions. If you cannot see your leader, but can see other team members, follow them.		
b. If alone, or if you cannot see your leader or the other team members, run out of the impact area away from the incoming fire.		
c. Remain in your defensive position if it has protection from indirect fire, making no unnecessary movements that could alert the enemy to your location.		
3. Select temporary fighting position.		
a. Choose a position that takes advantage of available cover and concealment.		
NOTE: Cover gives protection from bullets, fragments of exploding rounds, flame, nuclear effects, and biological and chemical agents. Cover can also conceal you from enemy observation. Cover can be natural or man-made. Concealment is anything that hides you from enemy observation. Concealment DOES NOT protect you from enemy fire. DO NOT think that you are protected from the enemy's fire just because you are concealed. Concealment, like cover, can also be natural or man-made.		
b. Choose a position that will allow you to observe and fire around the side of an object while concealing most of your head and body.		
c. Choose a position that will allow you to stay low when observing and firing, whenever possible.		
d. Choose a position with a background that does not silhouette you against the surrounding environment.		
4. Correctly perform all performance steps/measures.		
<div style="border: 2px solid black; padding: 2px; display: inline-block;">REASON(S) FOR FAILURE</div>	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	<div style="display: flex; justify-content: space-around;"> YES NO </div>
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE	DATE

EFMB Test Score Sheet WARRIOR SKILLS — MOVE OVER, THROUGH, OR AROUND OBSTACLES <small>(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCS-OP-T)</small>		
CANDIDATE'S RANK AND NAME	CANDIDATE #	
TASK: MOVE OVER, THROUGH, OR AROUND OBSTACLES.		
CONDITIONS: Given a tactical situation with M16 series rifle or M4 series carbine, load-carrying equipment (LCE), one smoke grenade, wood or grass mats or chicken wire, a grappling hook or simulated device, wrapping material, wire cutters (optional), and a buddy (if available).		
STANDARDS: Negotiate each obstacle encountered. Retain all your equipment. Avoid becoming a casualty to a booby trap, unexploded ordnance (UXO), improvised explosive device (IED), or early warning device. Do not cause injury to self.		
NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.		
PERFORMANCE STEPS/MEASURES	GO	NO-GO
1. Cover your advance using smoke when crossing an obstacle.		
NOTE: For EFMB testing purposes, the candidate will verbalize the use of smoke. If the candidate fails to inform the evaluator that they would use smoke, it is a NO-GO. If enough smoke is available, the evaluator or cadre will deploy the smoke after the candidate verbalizes its use.		
2. Ensure your buddy (if available) is covering you, since obstacles are normally protected by either fire or observation.		
3. Cross barbed wire obstacles.		
WARNING: The enemy routinely attaches tripwire-activated mines to barbed wire.		
NOTE: The EFMB host unit will select to test the candidates on either crossing over, crossing under, or cutting their way through barbed wire in addition to checking for booby traps or early warning devices.		
a. Check barbed wire for booby traps or early warning devices.		
(1) Look for booby traps or early warning devices attached to the barbed wire.		
(2) Throw a grappling hook or simulated device with a length of rope attached over the barbed wire.		
(3) Pull the rope to set off any booby traps or early warning devices.		
b. Cross over barbed wire using wood, grass mats, or chicken wire to protect you from the barbs.		
(1) Throw the wood, mat, or chicken wire over the barbed wire.		
(2) Cross carefully over the barbed wire, because such a mat or net forms an unstable path.		
c. Cross under barbed wire.		
(1) Slide head first on your back under the bottom strands.		
(2) Push yourself forward with your shoulders and heels, carrying your weapon lengthwise on your body and holding the barbed wire with one hand while moving.		
(3) Let the barbed wire slide on the weapon to keep the barbed wire from catching on your clothing and equipment while crossing under the barbed wire.		
d. Cut your way through barbed wire.		
(1) Leave the top wire in place to reduce the chance that the enemy will discover the gap.		
(2) Wrap cloth around the barbed wire between your hands.		
(3) Cut partly through the barbed wire.		
(4) Bend the barbed wire back and forth quietly until it separates.		
(5) Cut only the lower strands.		
(6) Cross through the barbed wire.		
4. Cross exposed danger areas such as roads, trails, or small streams.		
a. Select a point at or near a bend in the road or stream. If possible, select a bend that has cover and concealment on both sides.		

b. Crawl up to the edge of the open area.					
c. Observe the other side carefully for enemy activity before crossing.					
d. Move rapidly, but quietly, across the exposed area.					
e. Take cover on the other side.					
f. Check the area around you.					
5. Cross over a wall.					
a. Select a low spot to cross the wall.					
b. Observe the other side of the wall to ensure it is clear of obstacles and enemy.					
c. Roll quickly over the top of the wall, keeping a low silhouette. Do not go over standing upright.					
d. Take cover immediately and observe for enemy activity.					
6. Cover your buddy as he crosses the obstacle, if available.					
7. Correctly perform all performance steps/measures without causing further injury to yourself.					
<div style="border: 1px solid black; padding: 2px;">REASON(S) FOR FAILURE</div> <div style="border: 1px solid black; height: 200px; margin-top: 5px;"></div>	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	<table border="1" style="width: 100%;"> <tr> <td style="width: 50%; text-align: center;">YES</td> <td style="width: 50%; text-align: center;">NO</td> </tr> </table>	YES	NO	
YES	NO				
<table border="1" style="width: 100%;"> <tr> <td style="width: 15%;">LANE OIC/NCOIC INITIALS</td> <td style="width: 60%;">EVALUATOR'S SIGNATURE</td> <td style="width: 25%;">DATE</td> </tr> </table>	LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE	DATE		
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE	DATE			

EFMB Test Score Sheet
WARRIOR SKILLS — REACT TO AN UXO OR POSSIBLE IED
(For use of this form, see AMEDDC&S Pam 350-10, the proponent is MCCC-OP-T)

CANDIDATE'S RANK AND NAME	CANDIDATE #
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TASK: REACT TO AN UXO OR POSSIBLE IED.

CONDITIONS: In a field environment, given an item(s) of simulated unexploded ordnance (UXO) or possible improvised explosive device (IED), marking materials, and the 9-line Explosive Hazard Spot Report format guide (GTA 09-12-001).

STANDARDS: Identify UXO by type and subgroup; recognize associated hazards; take immediate action to prevent death, injury, or damage to materiel; report the UXO hazard using the 9-line explosive hazard spot report (formally the UXO spot report) or if tested on possible IED, properly establish initial exclusion area and security, and report IED to higher headquarters using the 9-line explosive hazard spot report.

NOTE: THIS TASK HAS BEEN MODIFIED FOR EFMB TESTING PURPOSES ONLY.

PERFORMANCE STEPS/MEASURES	GO	NO-GO
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NOTE: 1. UXO or IED training aid should be placed near personnel, facilities, or equipment (within the candidate's area of responsibility). Candidate should identify UXO from a distance of 5 to 10 meters away, or through the use of binoculars. 2. Candidates will receive a "theater specific IED/UXO threat brief" prior to negotiating the lane that this task will be tested on. This brief may be included in the OPORD, FRAGO, or team brief.

1. React to either a UXO hazard or possible IED.		
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NOTE: The host unit will choose to evaluate the candidate on either UXO hazard or possible IED.

DANGER: 1. Never approach any closer to a UXO once it has been identified. Approaching UXO may cause it to explode. 2. Never strike, jar, or touch a UXO. Do NOT move or remove anything on or near a suspected UXO. A UXO can be extremely sensitive and can cause serious injury or death if disturbed in any way. 3. Many types of UXOs may contain an incendiary or a chemical, biological, or radiological hazard in addition to explosives. 4. Do NOT make radio transmissions within 100 meters of a UXO. Some types of UXO are sensitive to electro-magnetic radiation (EMR) and may explode.

a. React to a UXO hazard.		
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(1) Recognize the UXO hazard and identify the applicable type(s) and subgroup(s) of UXO.		
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(a) Dropped.		
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(i) Bombs. Vary in length from 3 to 6 feet. Vary in diameter from 5 to 36 inches. Often have a sloped or "bullet" shaped nose, fins and/or a parachute on the back. May contain high explosive, incendiary, or chemical fillers.		
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(ii) Dispensers. Contain numerous submunitions or bomblets. Most have the same characteristics of bombs. May be found intact or partially open.		
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NOTE: Dropped dispensers are not listed on GTA 09-12-001 and will not be tested in EFMB.

(iii) Submunitions. Can contain explosive, chemical, biological, radiological, and/or incendiary hazards. Designed to be scattered over a wide area. Come in many shapes and sizes; may or may not be "bullet" shaped. May look like balls, wedges, or cylinders. May have fins, ribbons, parachutes, or trip wires.		
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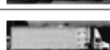
DANGER: When a submunition is identified, leave the area by the same path you entered. There may be many more in the same area. Small size does NOT diminish the danger of submunitions, the smallest can easily injure or kill.






(b) Projected.		
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(i) Projectiles. Includes munitions from large machine guns, artillery howitzers, and naval guns. Range in size from 20 millimeters up to 16 inches in diameter, 10 to 30 inches in length. Most resemble a "bullet" shape. Can contain explosive, chemical, biological, radiological, and/or incendiary hazards.		
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(ii) Mortars. Most have fins and have a "bullet" shape. Range in size from 60 mm to 120mm in diameter; 12 to 36 inches in length. Can contain explosive, chemical, and/or incendiary hazards.		
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(iii) Rockets. May or may not have fins; have some sort of rocket motor vents in back. Range in size from 24 inches to several feet in length. Can contain explosive, chemical, and/or incendiary hazards.		
(iv) Guided Missiles. Most have fins; some have wires in the end for guidance. Very similar to rockets. Can contain explosive or incendiary hazards.		
(v) Rifle Grenades. Designed to be fired from rifles or shoulder fired launchers. Resemble rockets but are of smaller size. Can contain explosive and/or incendiary hazards.		
(c) Thrown. Includes all types of grenades, including simulators. Most are round or cylindrical in shape; are small enough to be thrown by a person. Can contain explosive and/or incendiary hazards. Dud simulators require the same safety procedures as other ordnance.		
(d) Placed. Includes all land or sea mines. Range is size from 2 inches in diameter to several feet in length. Have a variety of fuse types; pressure plates, tilt rods, trip wires, electronic sensors, or command detonated. Can contain explosive, incendiary, or chemical hazards.		
DANGER: Consider all mines to be booby-trapped or have anti-disturbance fusing. Never attempt to uncover or remove placed ordnance.		
(2) React to UXO hazard.		
(a) Do NOT touch or disturb the UXO or any wires, parachutes, or anything attached or surrounding the UXO. Do NOT move any closer to UXO. Do NOT make radio transmissions within 100 meters of a UXO.		
(b) If any peculiar smells, liquids, or dead animals are present, chemical or biological agents maybe present; don mask and MOPP gear immediately.		
(c) Mark location without approaching closer with some sort of recognizable material (such as white engineer tape, marking ribbon, clothing, or sign). Place marker above ground at waist level if possible. Take note of physical terrain features of location and route back to UXO in order for EOD team to return to dispose of UXO.		
(d) Evacuate personnel and equipment from area surrounding the UXO:		
NOTE: For EFMB testing purposes, the candidate will verbally inform the evaluator the appropriate evacuation distance.		
(i) Bombs, dispensers, large projected munitions (90 millimeter diameter and larger) evacuate a 360-degree perimeter at least 600 meters.		
(ii) Submunitions, placed, thrown, small projected munitions (smaller than 90-milimeter diameter) evacuate a 360-perimeter at least 300 meters.		
(e) If personnel or equipment cannot be evacuated, seek as much frontal and overhead cover as possible.		
(f) If UXO is suspected to have a chemical agent, ensure all personnel stay upwind of item and are in full MOPP.		
(3) Report the UXO hazard or possible IED (evaluator for EFMB testing) using 9-line Explosive Hazard Spot Report format (Evaluated IAW Submit Explosive Hazard Spot Report task).		
NOTE: Place UXO training aid near personnel, facilities, or equipment (within the Soldier's area of responsibility). Soldier should identify UXO from a distance of 5 to 10 meters away, or through the use of binoculars.		
DANGER: To avoid causing an IED to explode: Do NOT attempt to move the IED. Do NOT approach the IED. Avoid using communication/electronic equipment within established exclusion area.		
b. React to a possible IED.		
(1) Establish minimum initial exclusion area of 300 meters around possible IED.		
NOTE: For EFMB testing purposes, the candidate will verbally inform the evaluator the initial exclusion area and distance.		
WARNING: Adjust exclusion areas based on mission, enemy, terrain, troops, time, and civilians (METT-TC).		

Threat Description		Explosives Mass (TNT Equivalent)	Building Evacuation distance	Outdoor Evacuation Distance
High Explosives (TNT Equivalent)	 Pipe Bomb	5 lbs 2.3 kg	70 ft 21 m	850 ft 259 m
	 Suicide Belt	10 lbs 4.5 kg	90 ft 27 m	1,080 ft 330 m
	 Suicide Vest	20 lbs 9 kg	110 ft 34 m	1,360 ft 415 m
	 Briefcase/Suitcase Bomb	50 lbs 23 kg	150 ft 46 m	1,850 ft 564 m
	 Compact Sedan	500 lbs 227 kg	320 ft 98 m	1,500 ft 457 m
	 Sedan	1,000 lbs 454 kg	400 ft 122 m	1,750 ft 534 m
	 Passenger/Cargo Van	4,000 lbs 1,814 kg	640 ft 195 m	2,750 ft 838 m
	 Small Moving Van/Delivery Truck	10,000 lbs 4,536 kg	880 ft 263 m	3,750 ft 1,143 m
	 Moving Van/Water Truck	30,000 lbs 13,608 kg	1,240 ft 375 m	6,500 ft 1,982 m
	 Semitrailer	60,000 lbs 27,216 kg	1,570 ft 475 m	7,000 ft 2,134 m

Threat Description		LPG Mass/Volume	Fireball Diameter	Safe Distance
Liquefied Petroleum Gas (LPG-Butane or Propane)	 Small LPG Tank	20 lbs/ 5 gal 9 kg/ 19 lb	40 ft 12 m	160 ft 48 m
	 Large LPG Tank	100 lbs/25 gal 45 kg/95 lb	69 ft 21 m	276 ft 84 m
	 Commercial/Residential LPG Tank	2,000 lbs/ 500 gal 907 kg/ 1,893 lb	184 ft 56 m	736 ft 224 m
	 Small LPG Truck	8,000 lbs/ 2,000 gal 3,630 kg/ 7,970 lb	292 ft 89 m	1,168 ft 356 m
	 Semi tanker LPG	40,000 lbs/ 10,000 gal 18,144 kg/ 37,860 lb	499 ft 152 m	1,996 ft 608 m

Basic guide to establishing exclusion areas.

(a) Do NOT move or approach possible IED.		
(b) Do NOT use any communications or electronic devices within initial exclusion area.		
(2) Establish security.		
(a) Search secure area for possible secondary explosive device(s)/hazards, while maintaining security.		
(b) Identify potential enemy force observation/vantage points.		
(c) Seek all available manmade or natural frontal and overhead cover.		
(d) Avoid establishing a "reaction" pattern.		
(3) Forward the information to higher headquarters (evaluator for EFMB testing) using 9-line Explosive Hazard Spot Report format (Evaluated IAW Submit Explosive Hazard Spot Report task).		
(4) Continue mission in accordance with Higher HQ in accordance with higher headquarters guidance.		
2. Correctly perform all performance steps/measures for either UXO hazard or possible IED.		
REASON(S) FOR FAILURE	DOES THE CANDIDATE WISH TO REBUT THIS TASK? (CANDIDATE INITIALS APPROPRIATE BOX)	YES NO
LANE OIC/NCOIC INITIALS	EVALUATOR'S SIGNATURE	DATE